

FIG. 2A

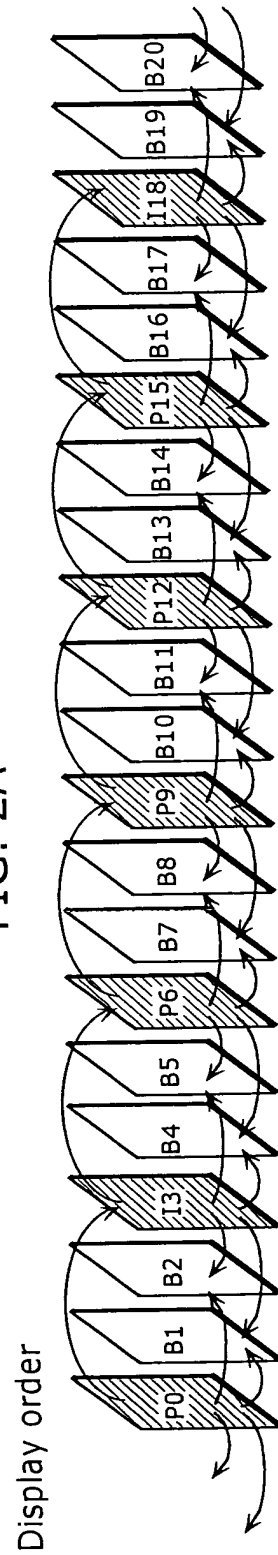


FIG. 2B

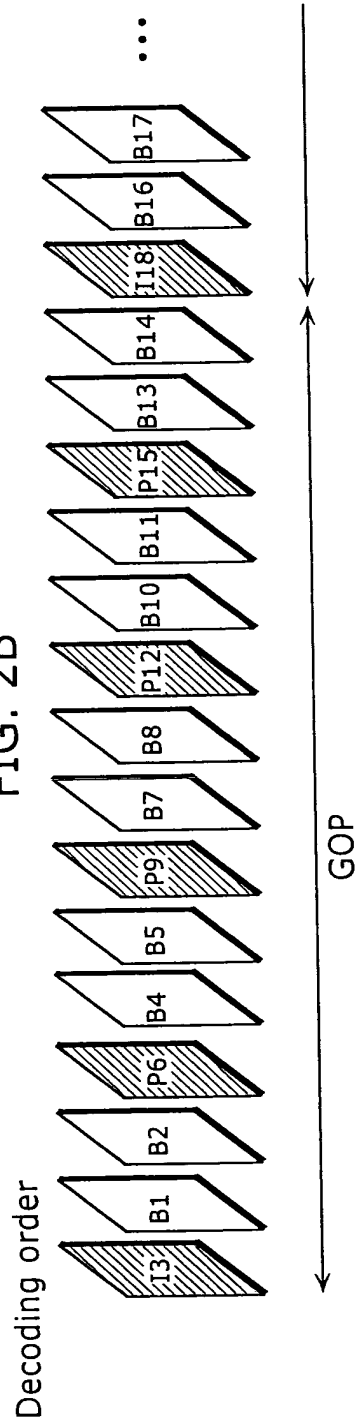


FIG. 3A

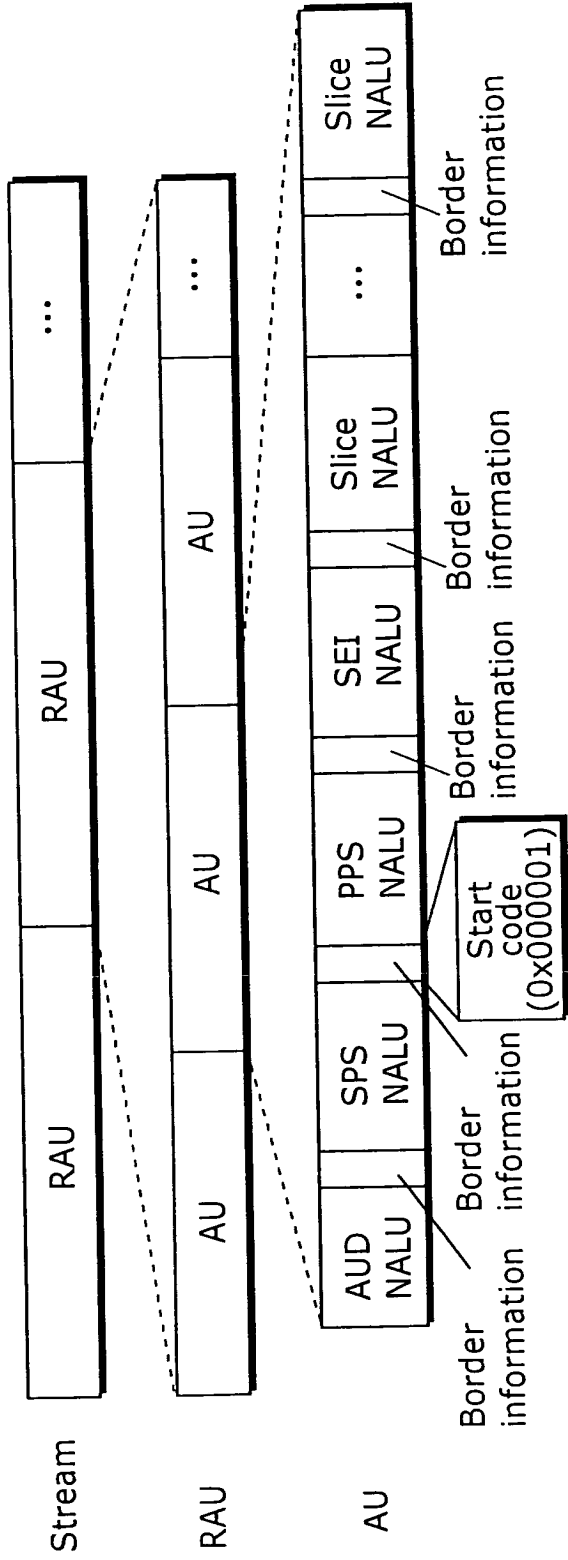


FIG. 3B

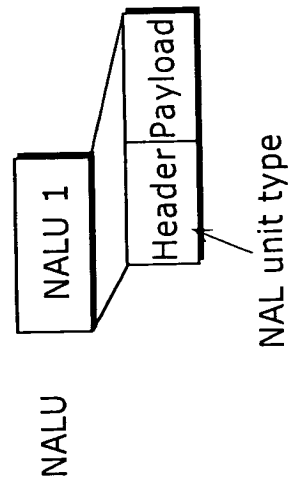
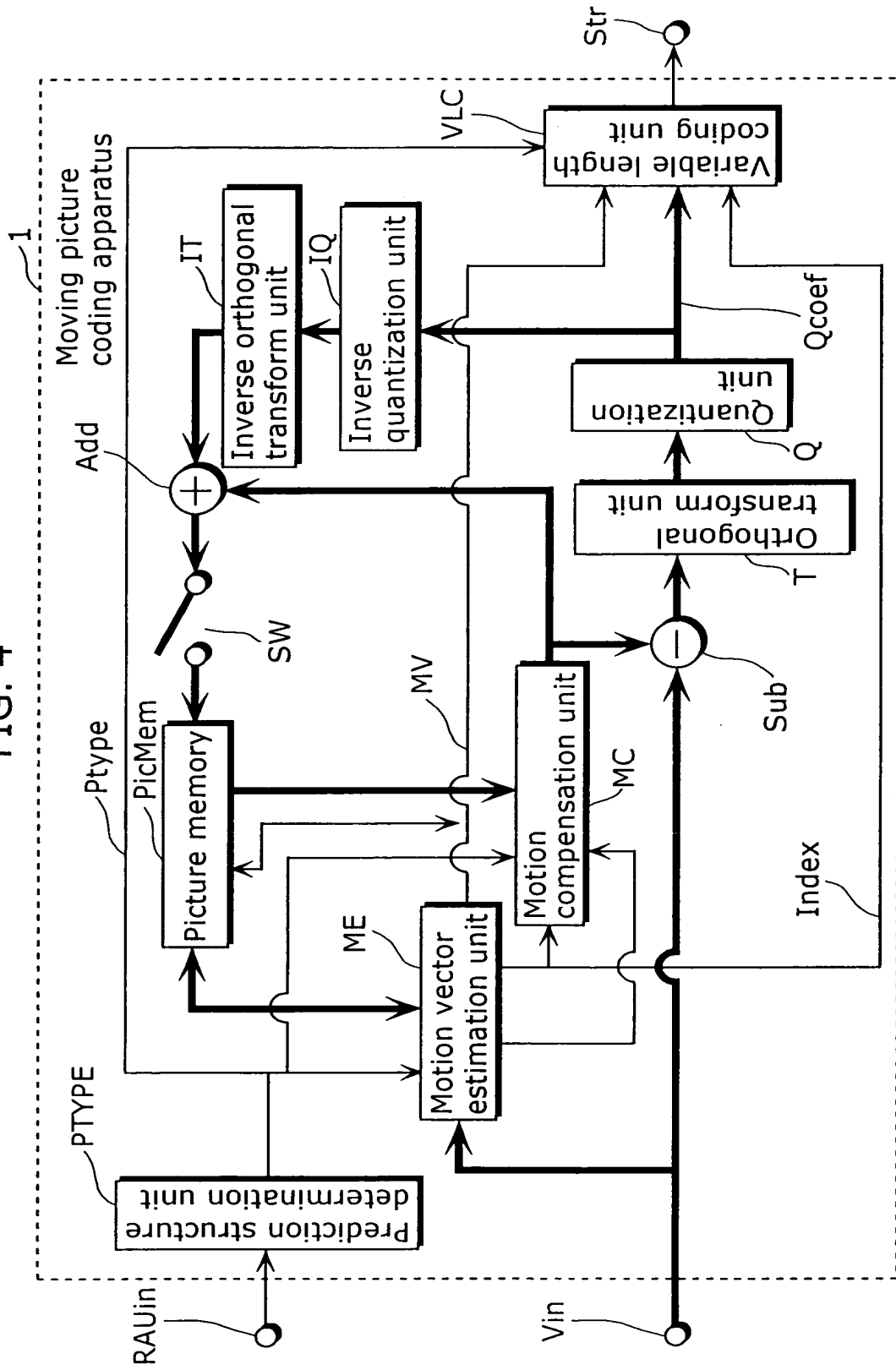
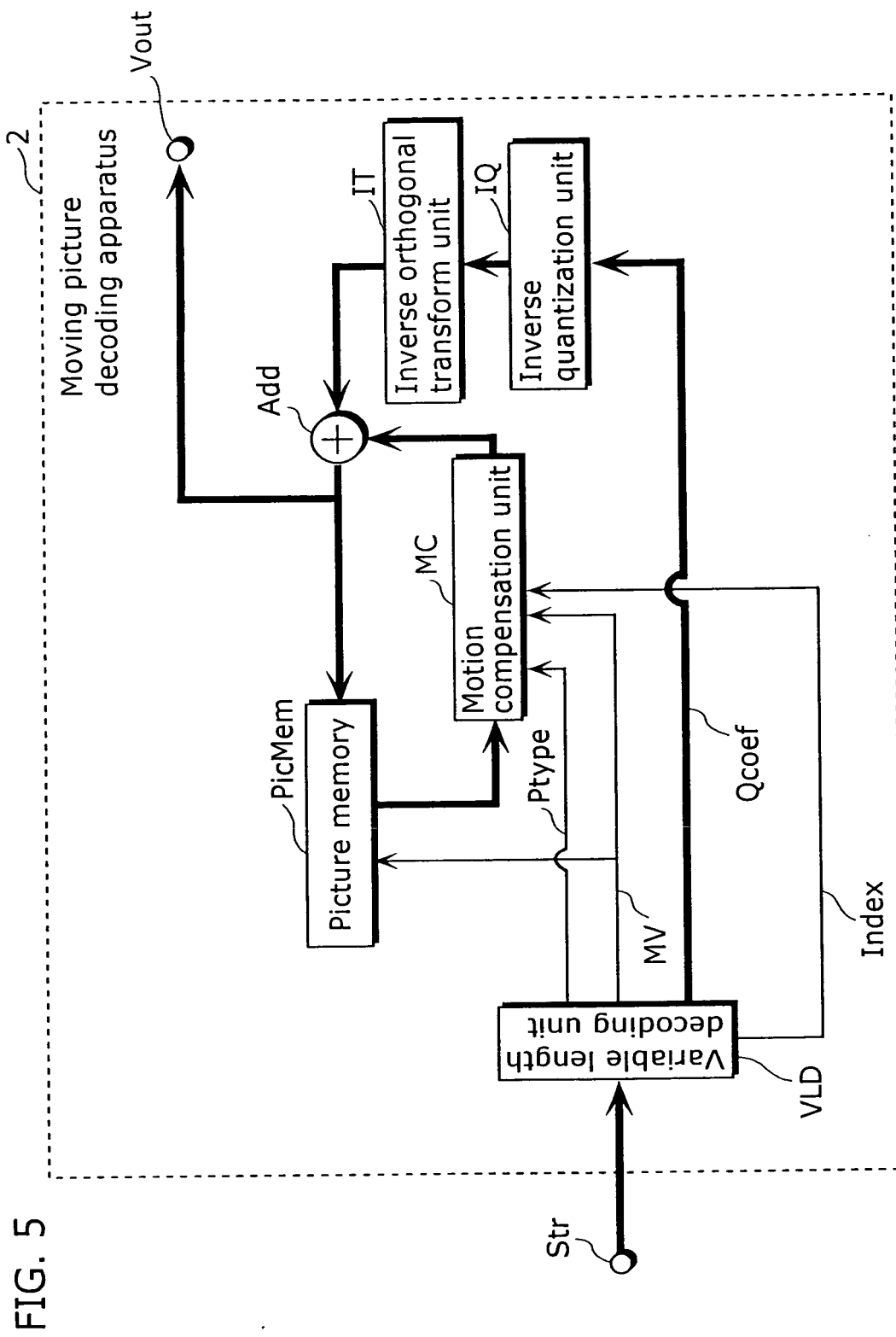


FIG. 4





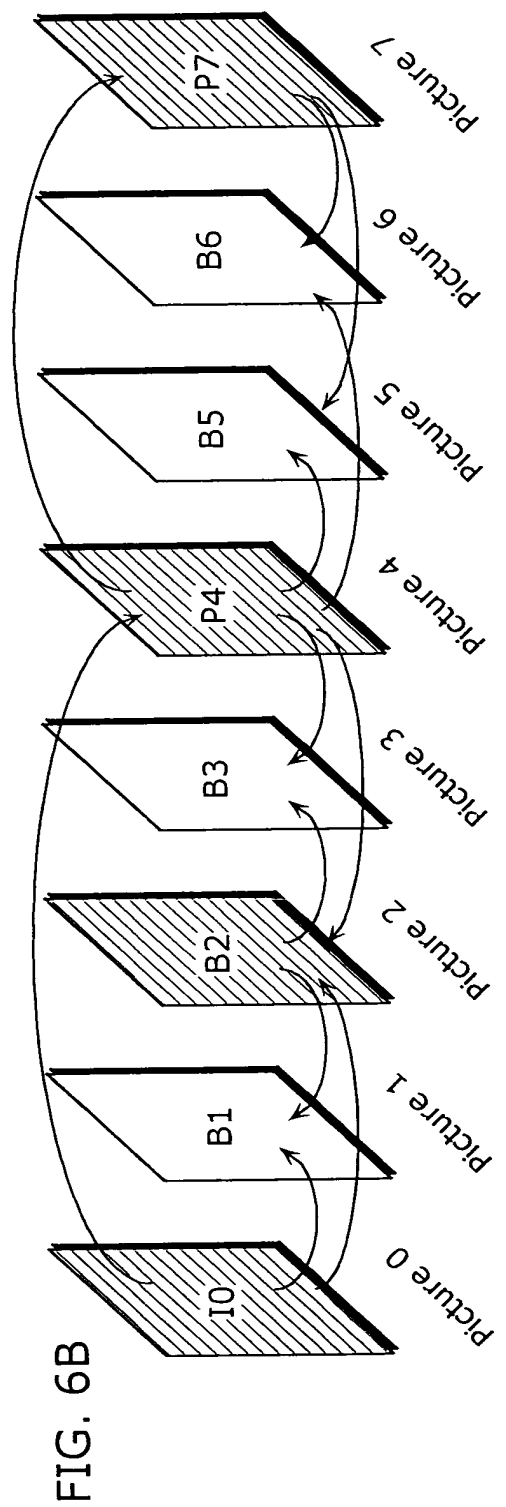
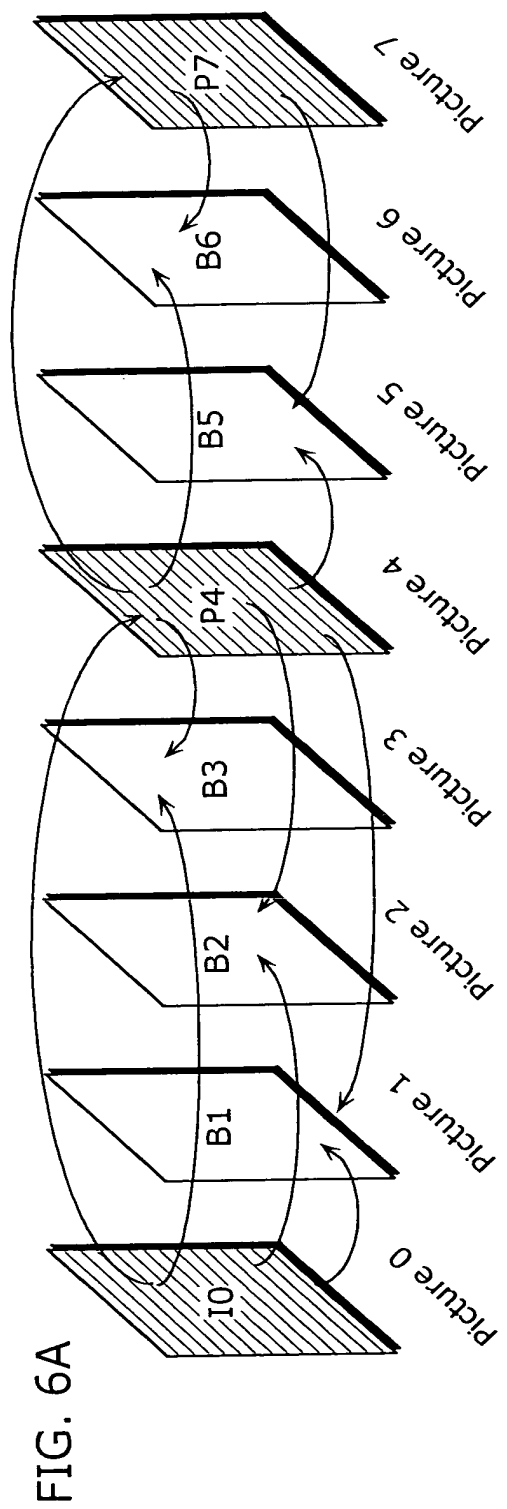
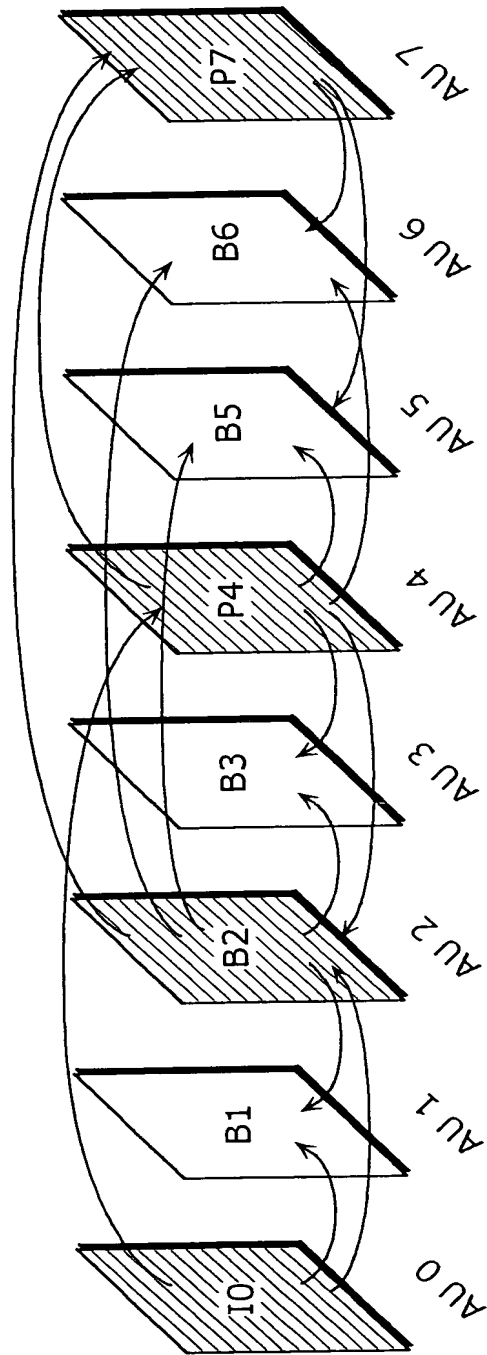


FIG. 7



[illegible]

Trick-play information SEI message

AUD NALU	SPS NALU	PPS NALU	SEI NALU	Slice NALU	Slice NALU	...	Slice NALU
----------	----------	----------	----------	------------	------------	-----	------------

Trick-play information SEI message

FIG. 9A

Display order

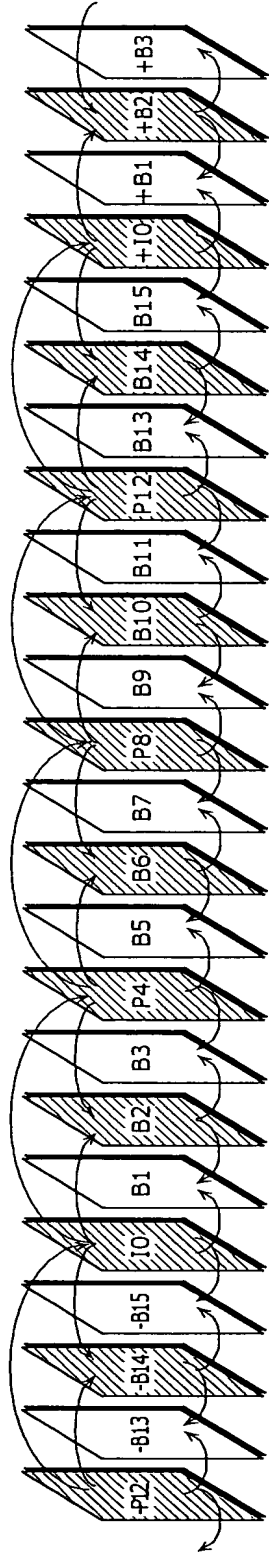


FIG. 9B

RAU

Decoding
order

I0	-B14	-B13	-B15	P4	B2	B1	B3	P8	B6	B7	P12	B10	B9	B11	P12	B13	B14	B15	+B1	+B2	+B3
----	------	------	------	----	----	----	----	----	----	----	-----	-----	----	-----	-----	-----	-----	-----	-----	-----	-----

FIG. 9C

Double
-speed

*	*			*	*			*	*		*	*				*	*			*	*
---	---	--	--	---	---	--	--	---	---	--	---	---	--	--	--	---	---	--	--	---	---

FIG. 9D

Quadruple
-speed

*				*				*			*	*				*	*			*	*
---	--	--	--	---	--	--	--	---	--	--	---	---	--	--	--	---	---	--	--	---	---

FIG. 10A
Display order

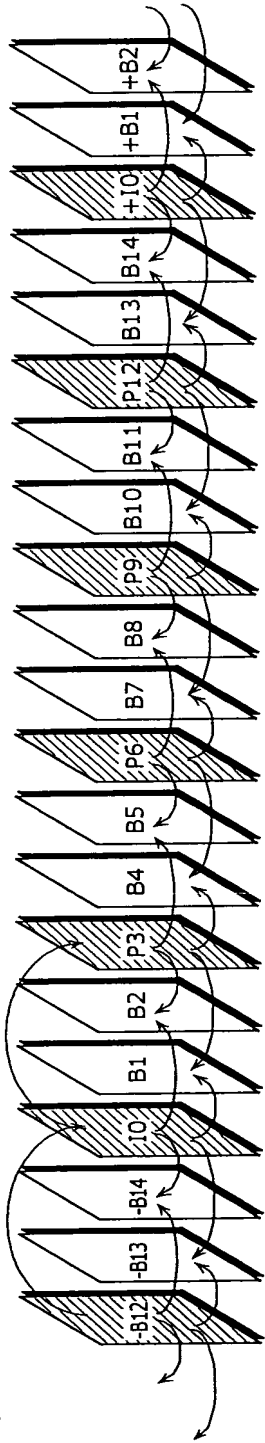


FIG. 10B
Decoding
order

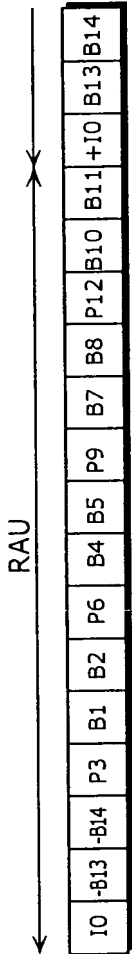


FIG. 10C
1.5-times
speed

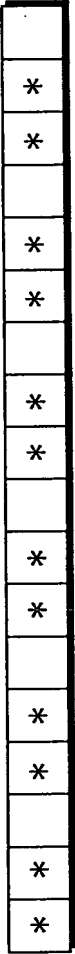


FIG. 10D
Triple-speed

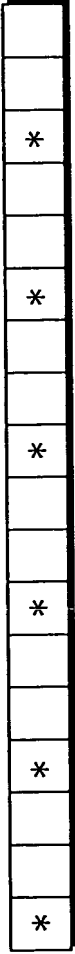


FIG. 11A

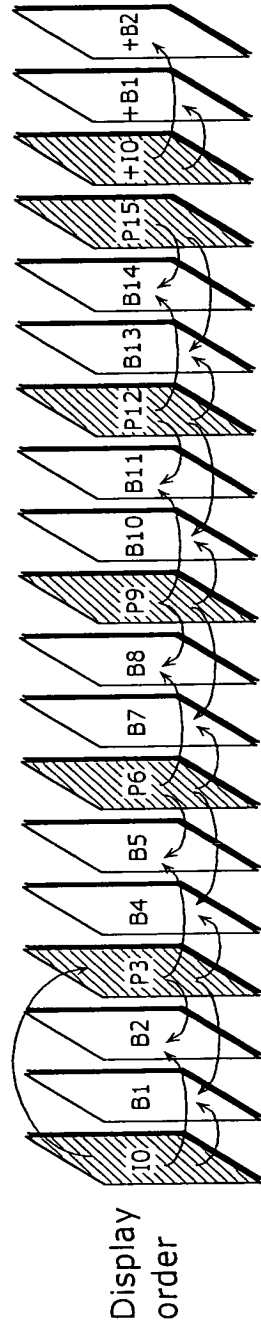


FIG. 11B

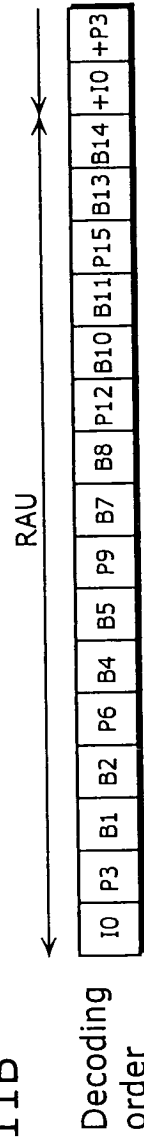


FIG. 11C

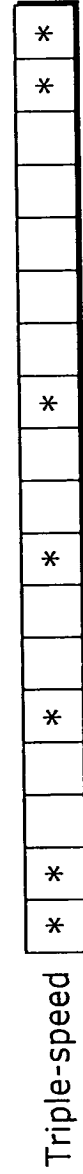


FIG. 12A

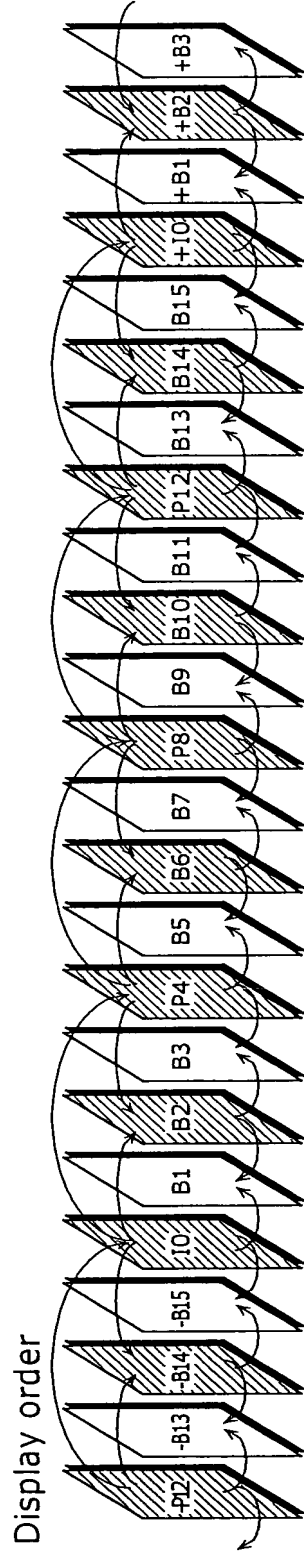


FIG. 12B

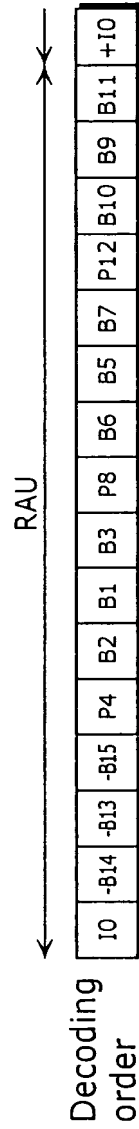


FIG. 12C

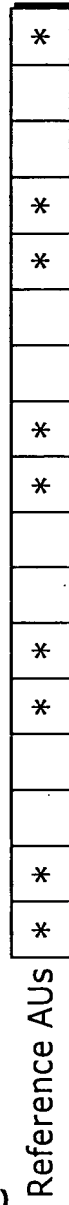


FIG. 12D

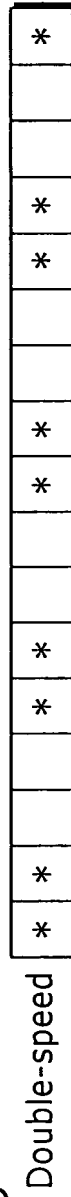


FIG. 12E



FIG. 12F



```

Variable Speed Play {
  num_pic_in_RAU;
  num_speed;
  for (i=0; i < num_speed; i++) {
    play_speed;
    num_dec_pic;
    for (j=0; j < num_dec_pic; j++) {
      dec_pic;
    }
  }
}

```

Syntax example

FIG. 13A

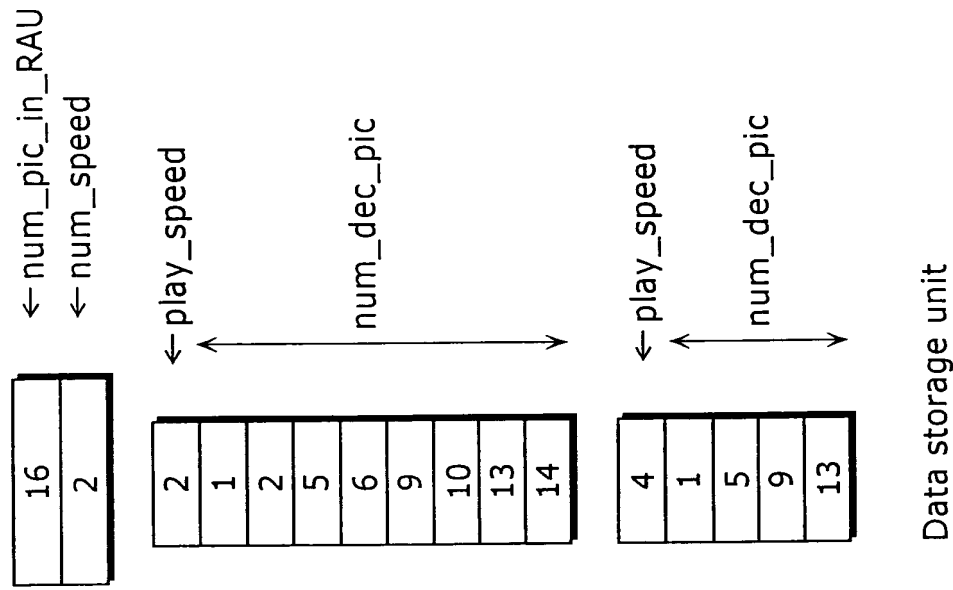


FIG. 13B

FIG. 14

```
Variable Speed Play {  
    num_pic_in_RAU;  
    num_speed;  
    for (i=0; i < num_speed; i++) {  
        play_speed;  
        num_dec_pic;  
        pts_dts_flag;  
        for (j=0; j < num_dec_pic; j++) {  
            dec_pic;  
            if (pts_dts_flag) diplay_order;  
        }  
    }  
}
```

FIG. 15A

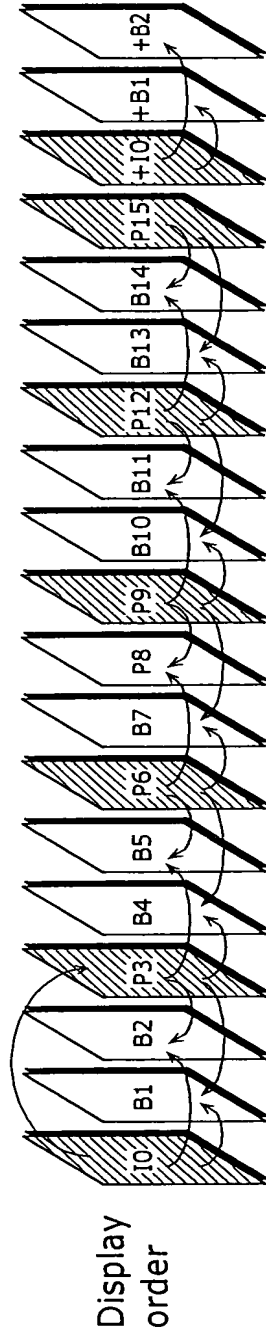


FIG. 15B

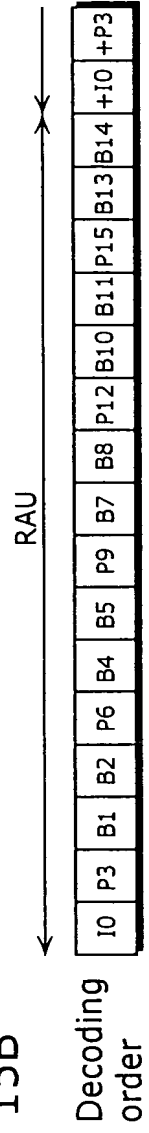


FIG. 15C

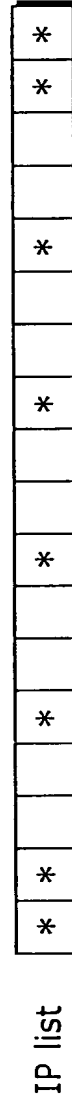


FIG. 16A

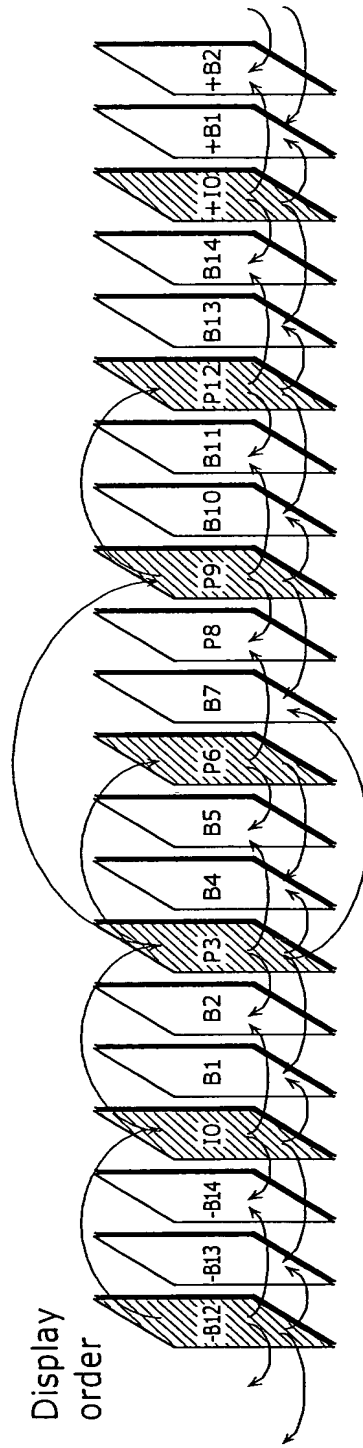


FIG. 16B

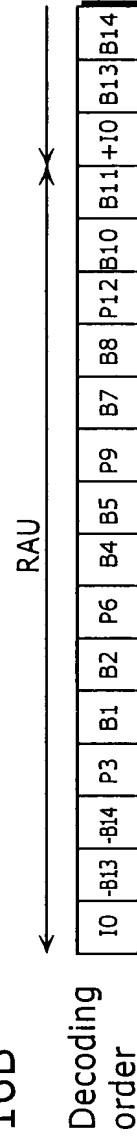


FIG. 16C

Buffer detention time

3	0	0	6	0	0	3	0	0	3	0	0	3	0	0	3	0	0
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

FIG. 17A

Display
order

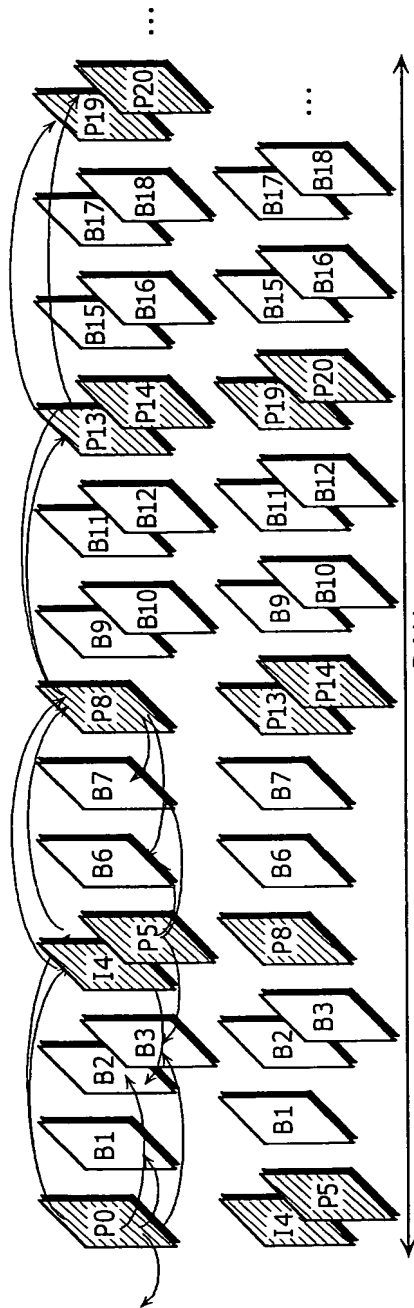


FIG. 17B

Decoding
order

FIG. 17C

```

RAU map {
  num_AU_in_RAU;
  for (i=0; i < num_AU_in_RAU; i++) {
    frame_field_flag;
    pic_type;
  }
}
    
```

FIG. 17D

FIG. 17E

```

RAU map {
  num_frame_in_RAU;
  for (i=0; i < num_frame_in_RAU; i++) {
    frame_flag;
    if (frame_field_flag) frame_type;
    else frame_pair_type;
  }
}
    
```

RAU

30 ← num_AU_in_RAU

frame_field_flag	pic_type	
0	0	← I4
0	1	← P5
1	3	← B1
0	3	← B2
0	3	← B3
1	1	← P8
1	3	← B6
1	3	← B7
1	3	← P13
0	1	← P14
0	1	← B9
0	3	← B10
0	3	← B11
0	3	← B12
0	1	← P19
0	1	← P20
...	...	

15 ← num_frame_in_RAU

frame_flag	frame_type	field_pair_type	
0	-	IP	← I4, P5
1	3	-	← B1
0	-	BnBn	← B2, B3
1	1	-	← P8
1	3	-	← B6
1	3	-	← B7
0	-	PP	← P13, P14
0	-	BnBn	← B9, B10
0	-	BnBn	← B11, B12
0	-	PP	← P19, P20
0	3	BnBn	← B15, B16
0	3	BnBn	← B17, B18
...	

FIG. 17E

FIG. 18A

```
RAU map {  
    num_AU_in_RAU;  
    for (i=0; i < num_AU_in_RAU; i++) {  
        picture_structure;  
        picture_type;  
    }  
}
```

FIG. 18B

```
picture_structure:  Field  
                  or  Frame  
                  :  
                  :
```

FIG. 18C

```
picture_type:      I picture  
                  or  Reference B picture  
                  or  Non-reference B picture  
                  or  P picture  
                  :  
                  :
```

FIG. 19

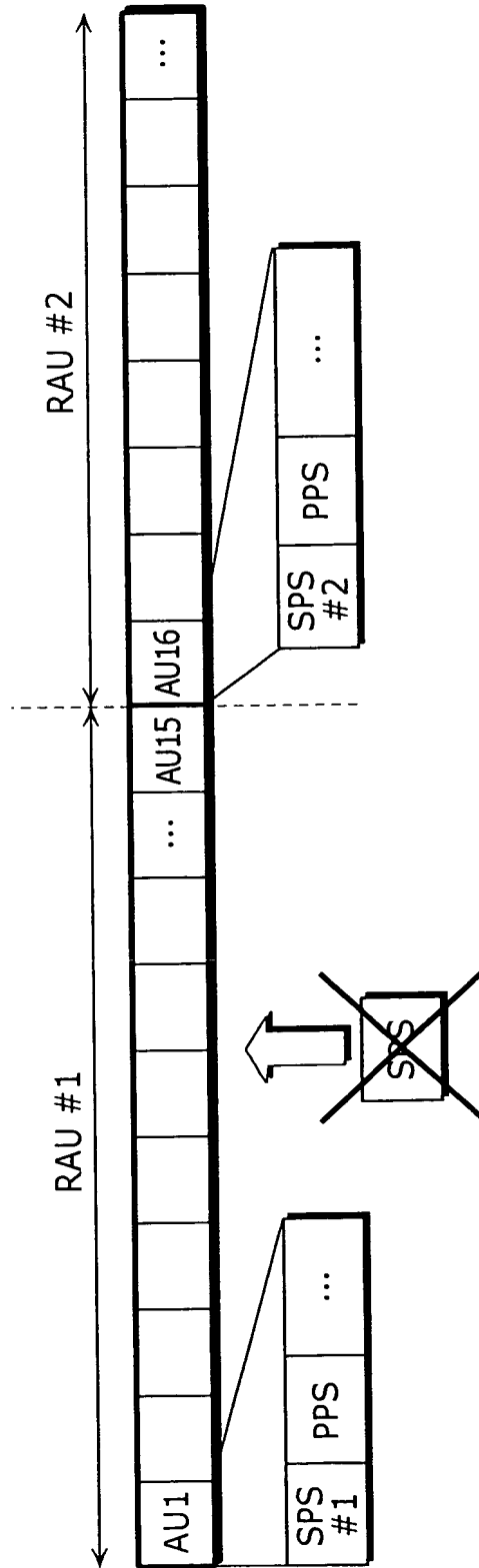


FIG. 20A

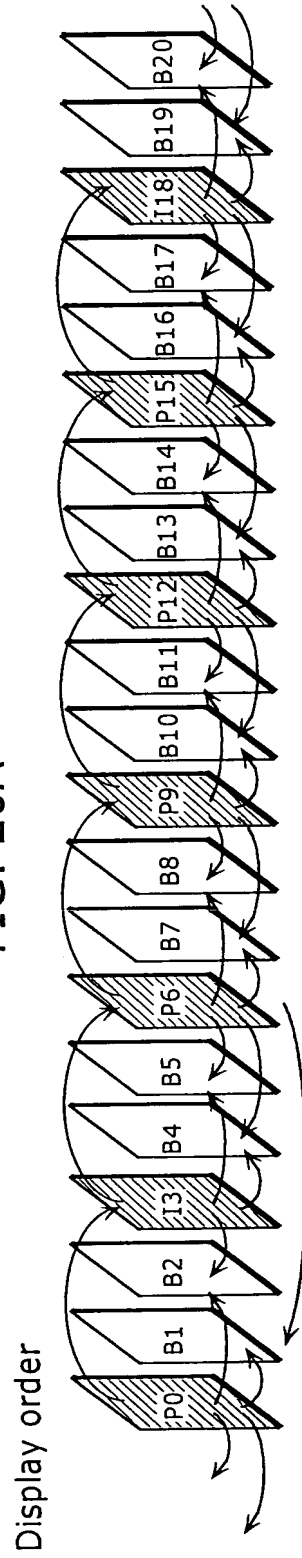
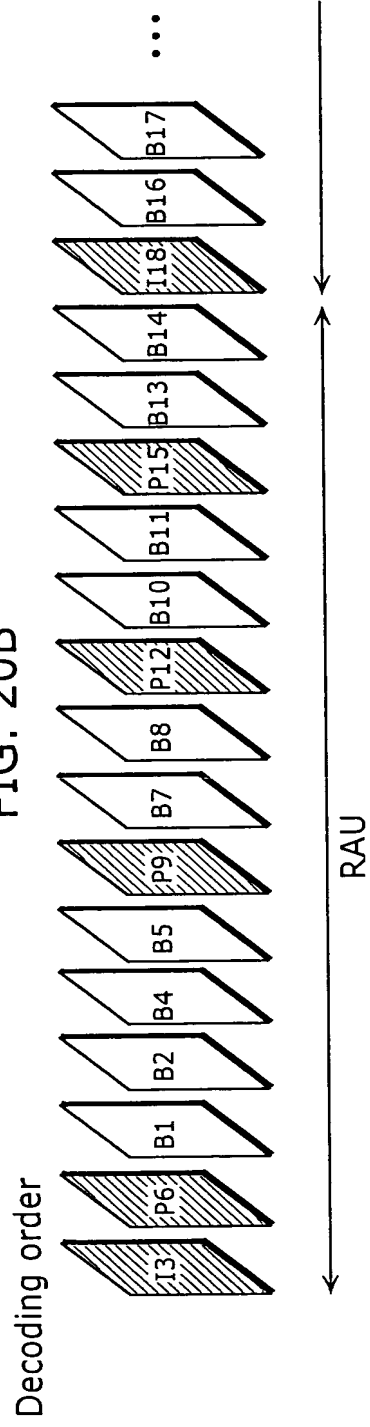


FIG. 20B



-100

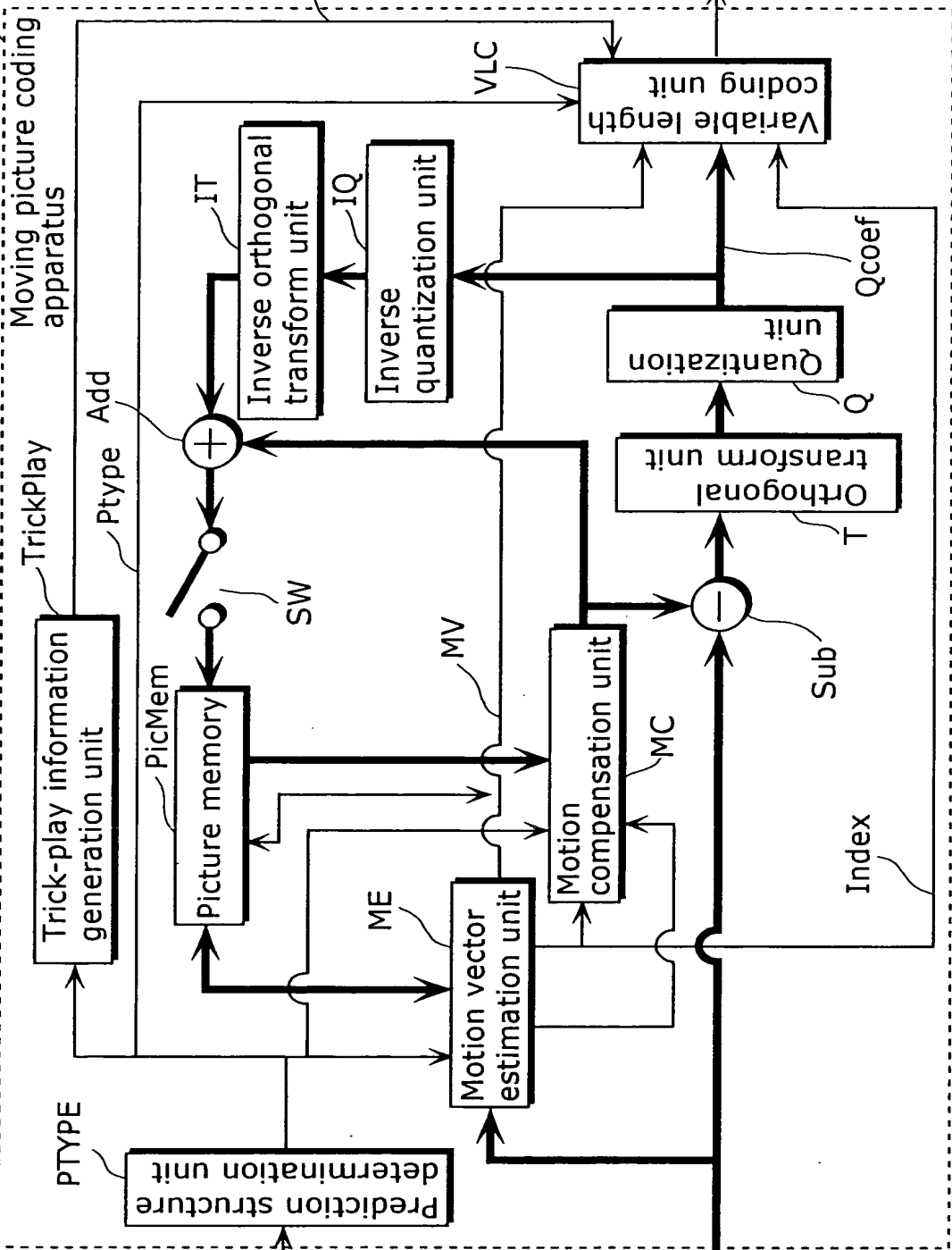


FIG. 22

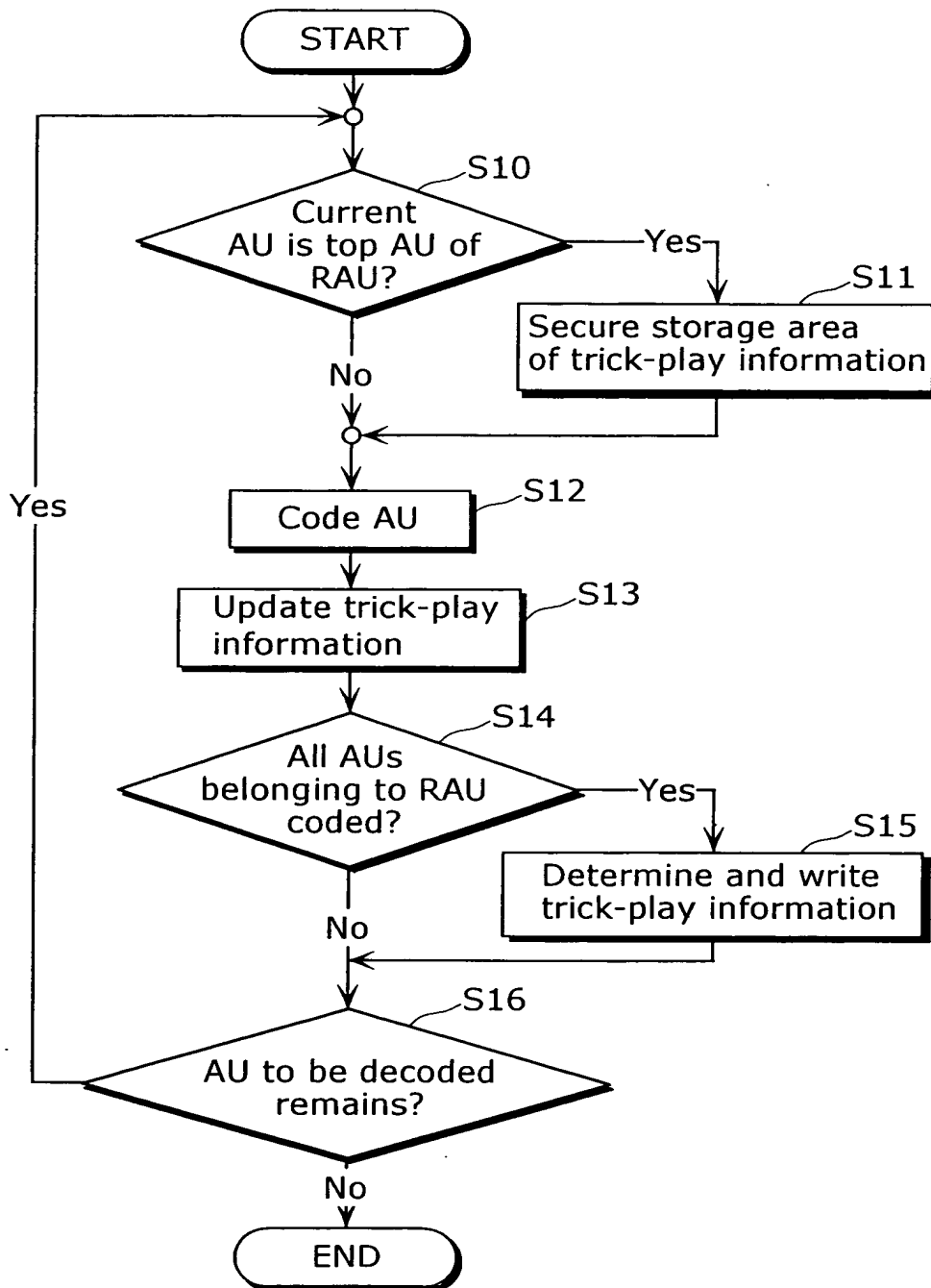


FIG. 23

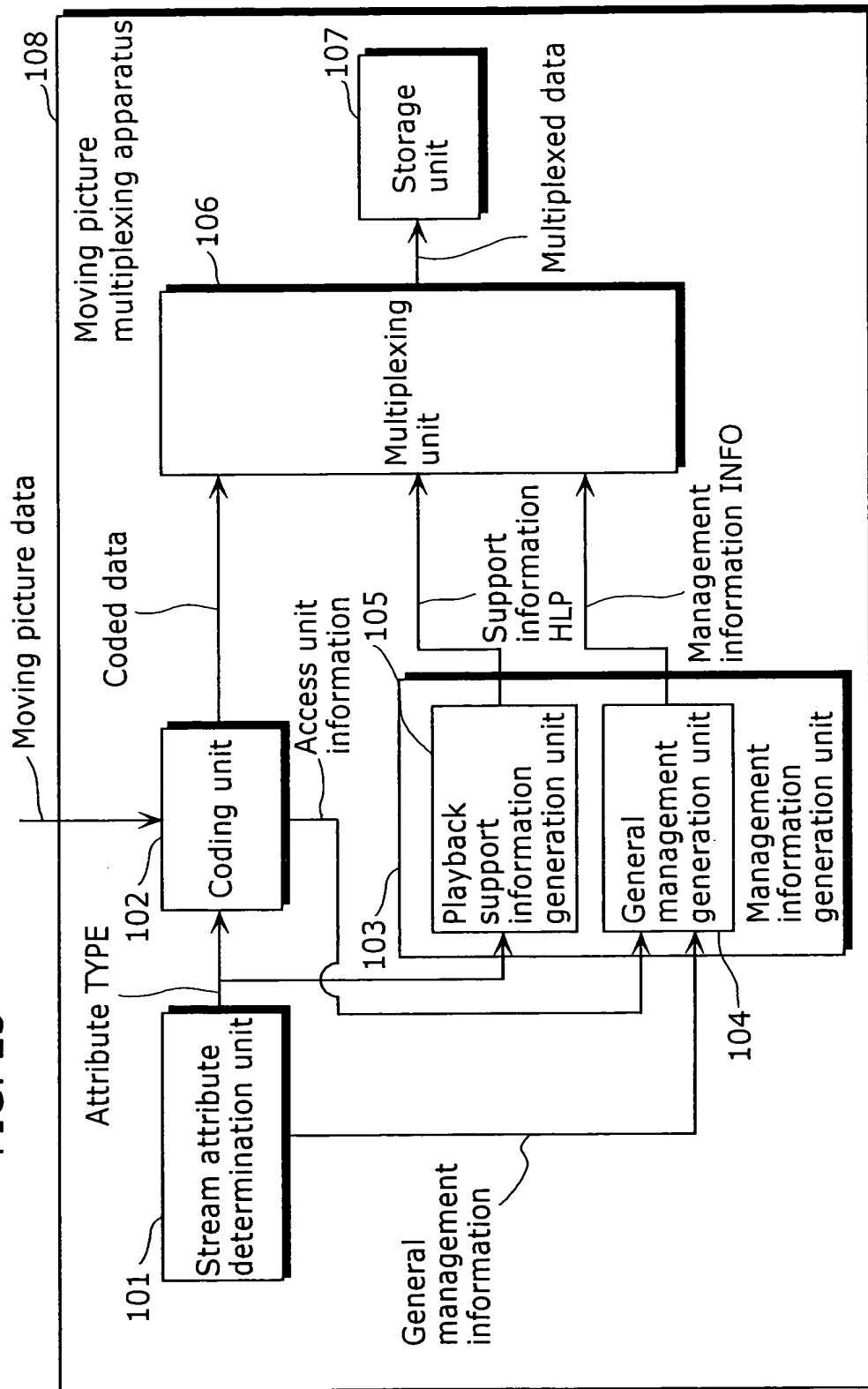


FIG. 24A

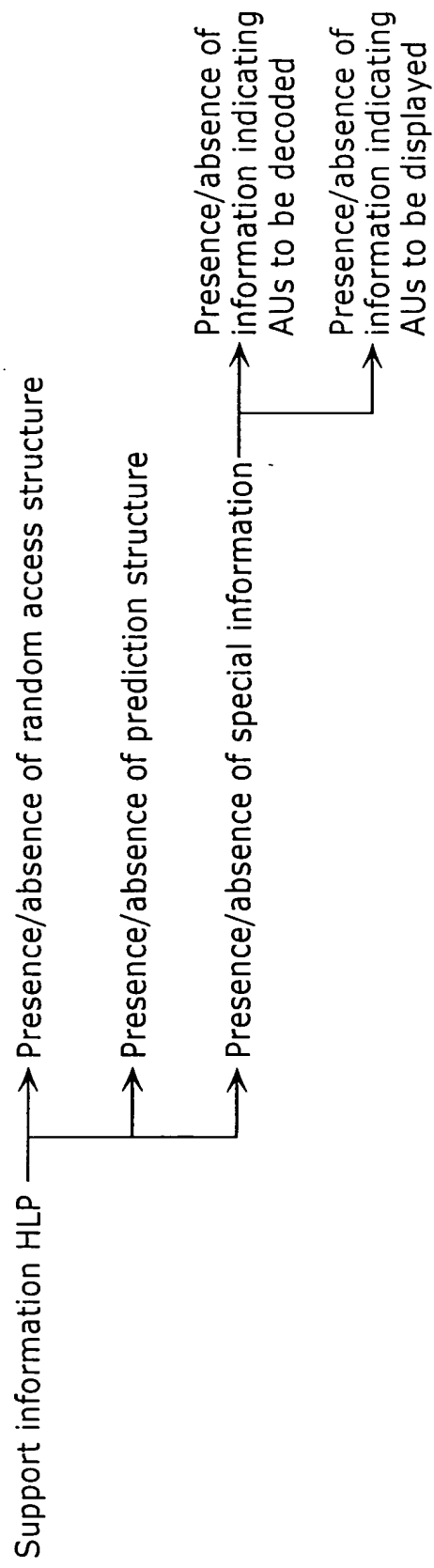
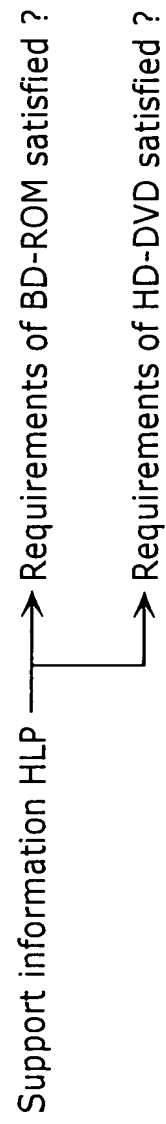


FIG. 24B



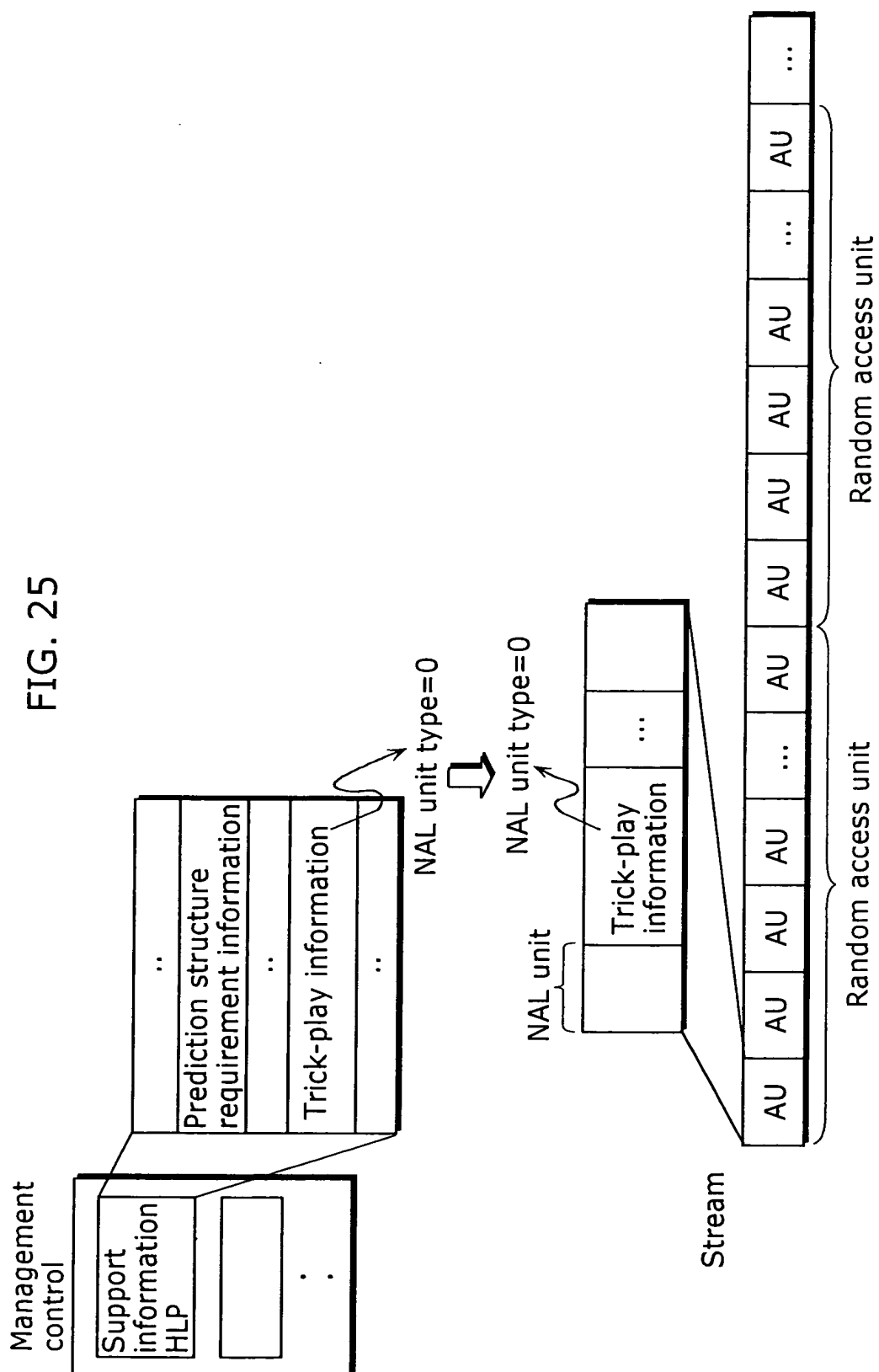


FIG. 25

FIG. 26

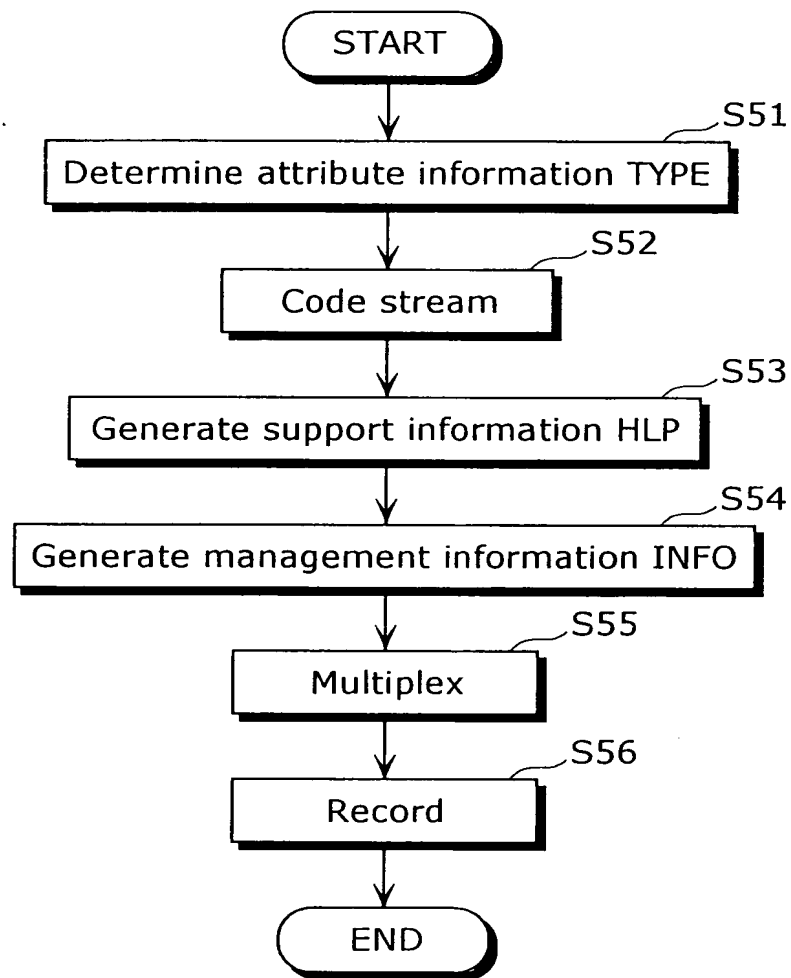


FIG. 27

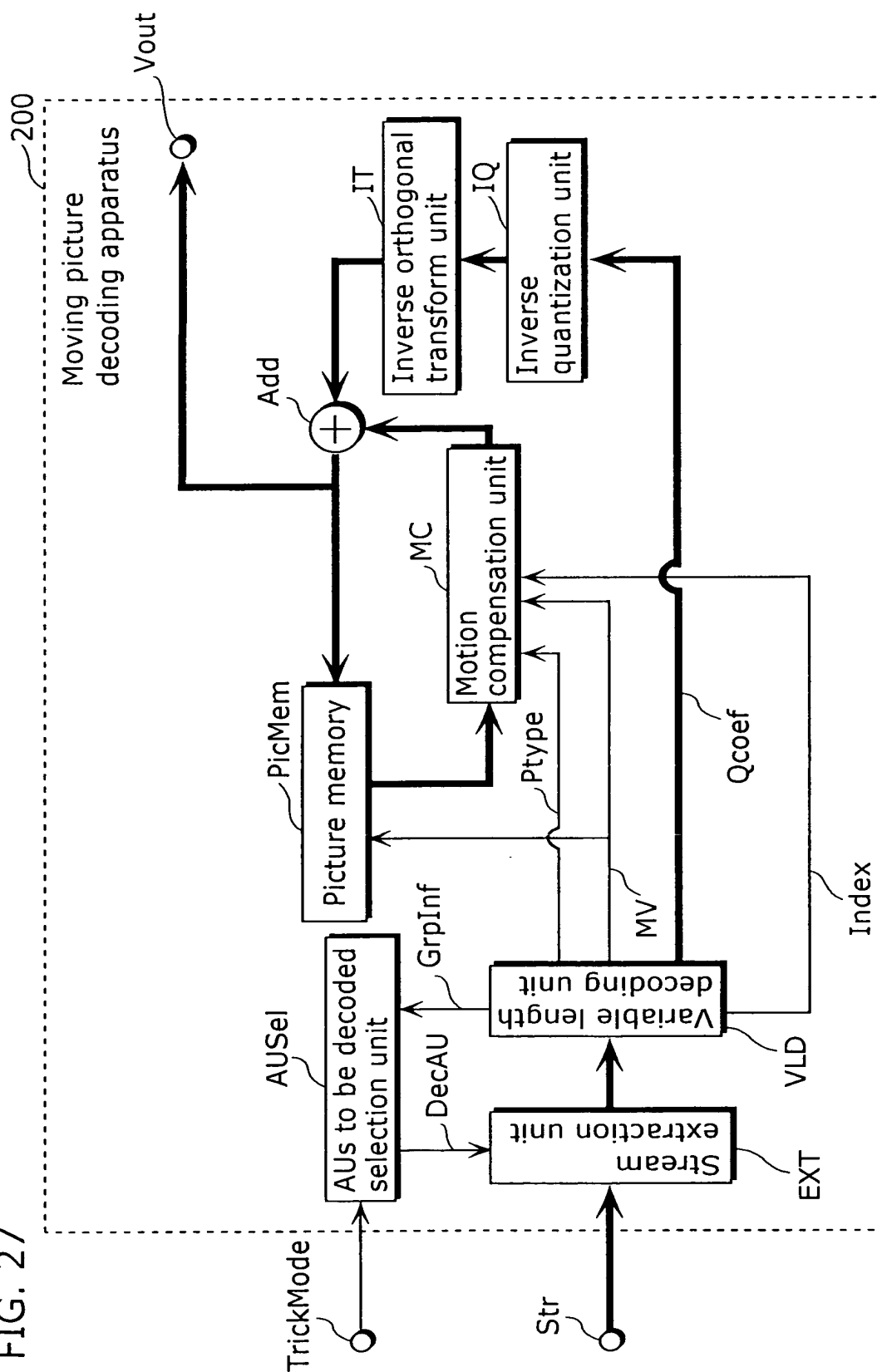


FIG. 28

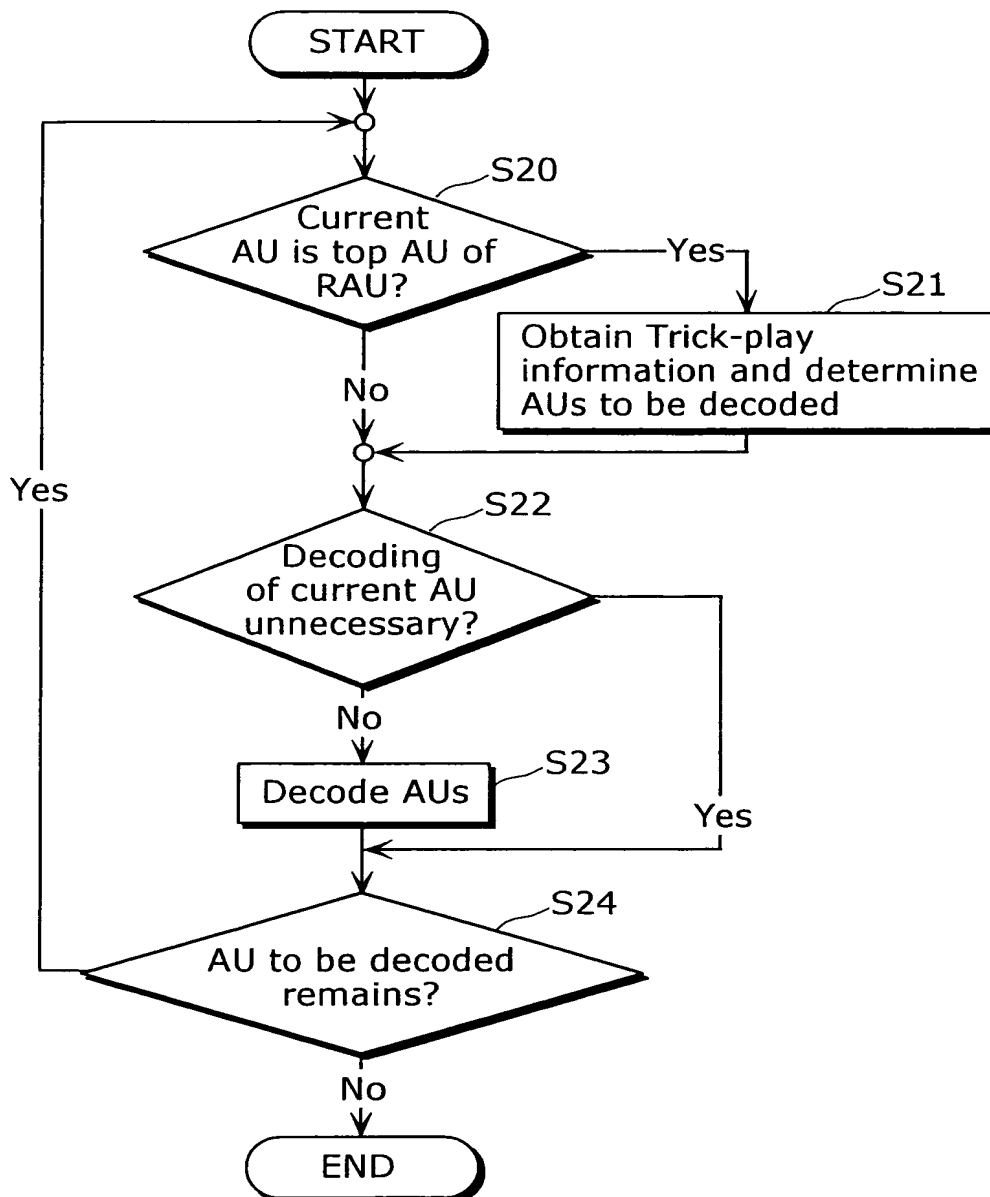


FIG. 29

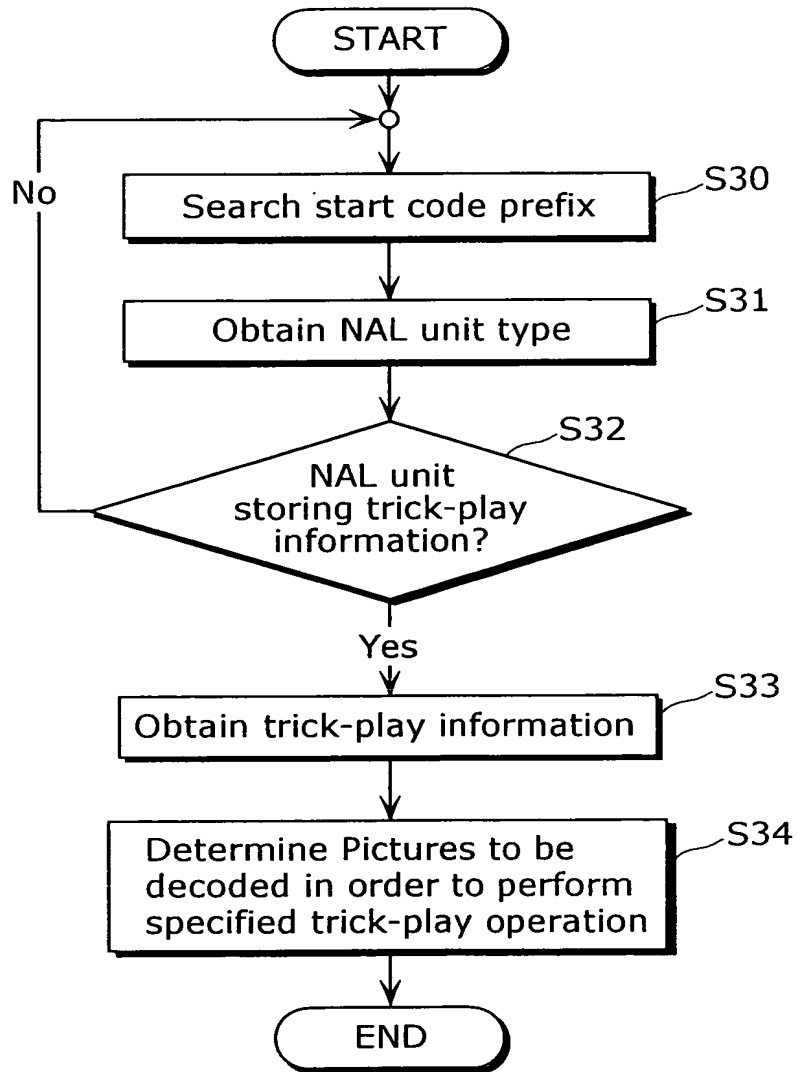


FIG. 30

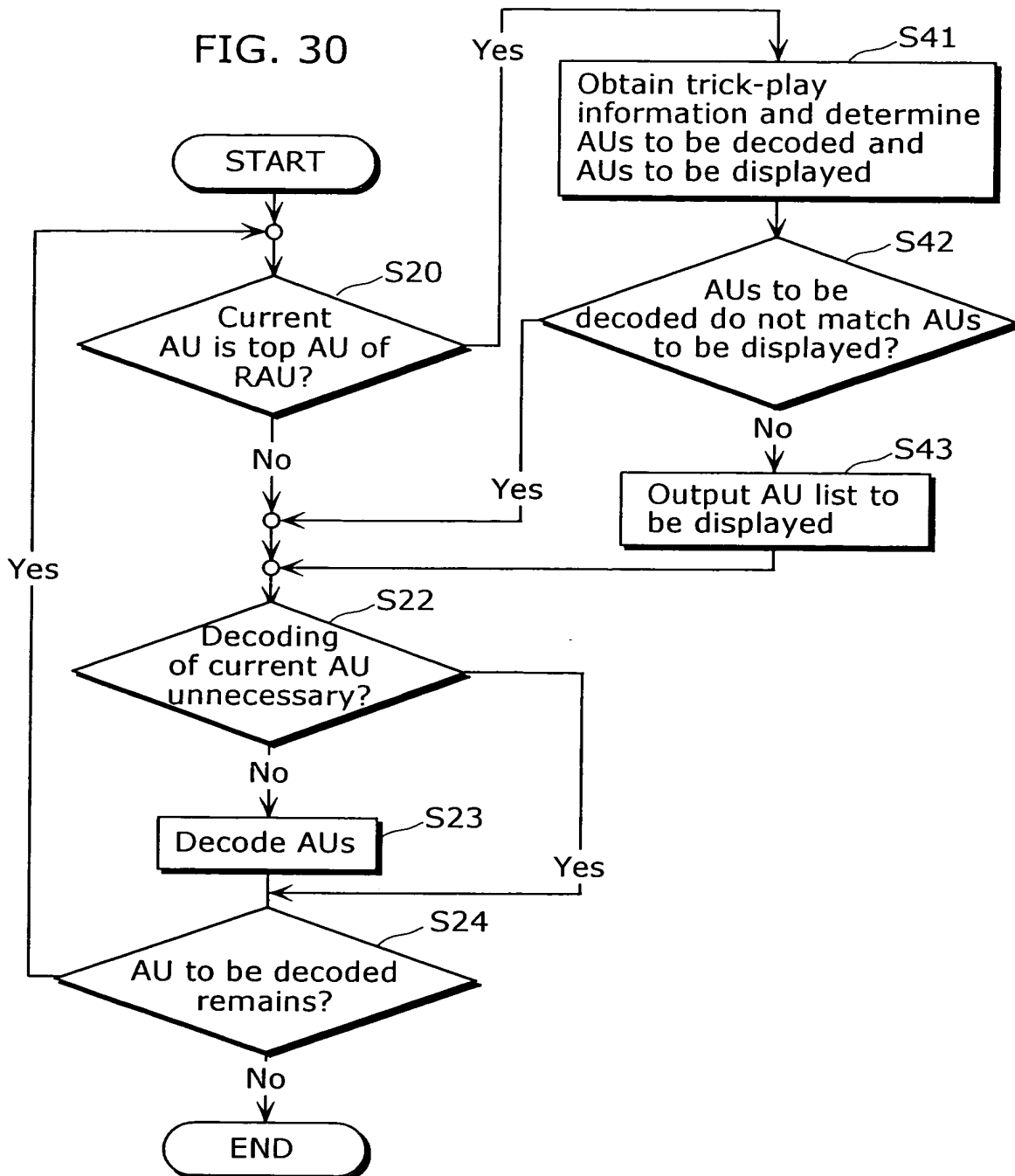


FIG. 31

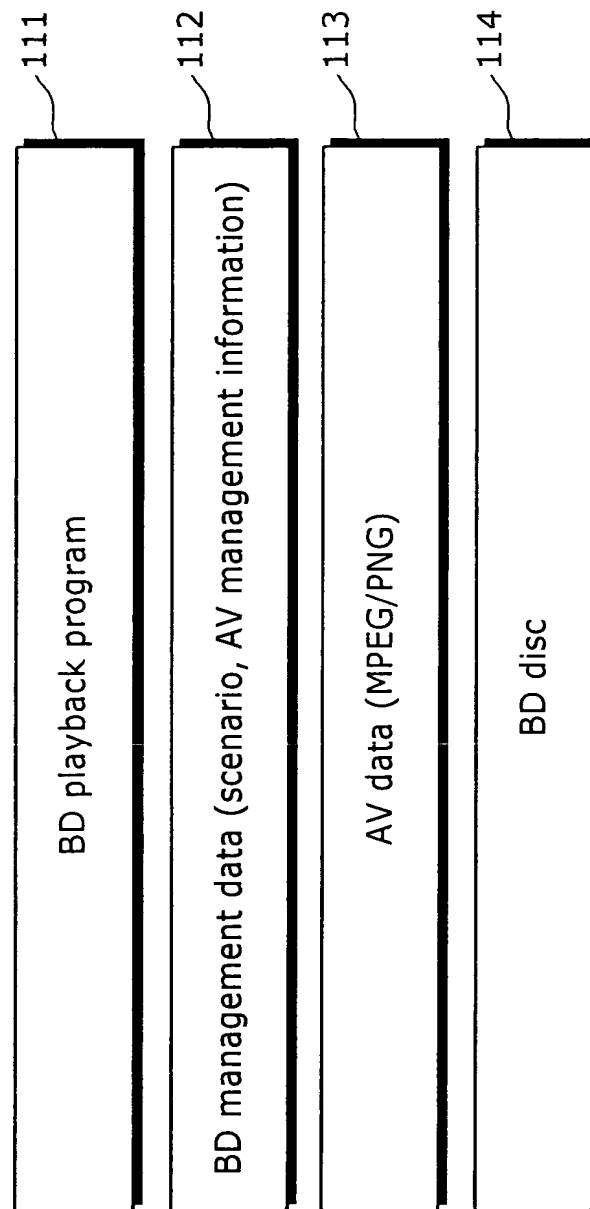


FIG. 32

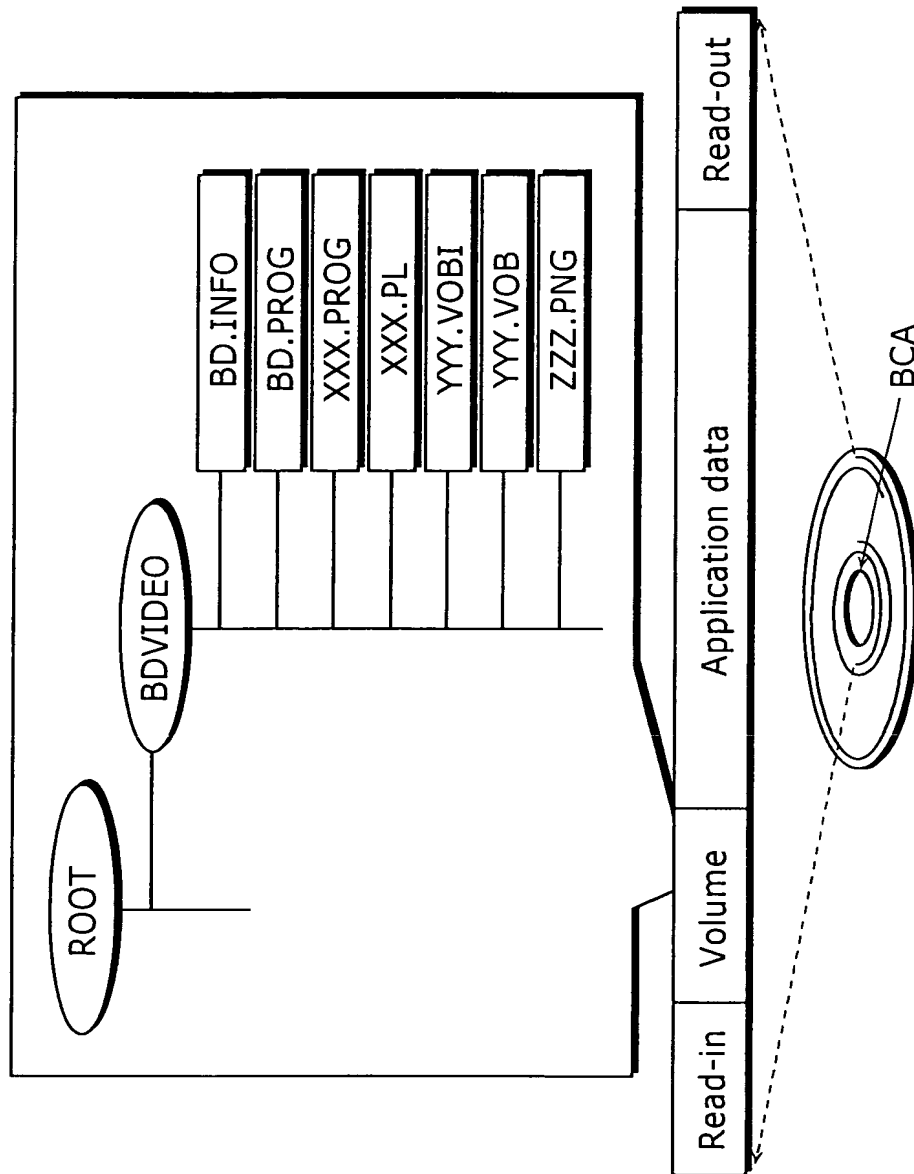


FIG. 33

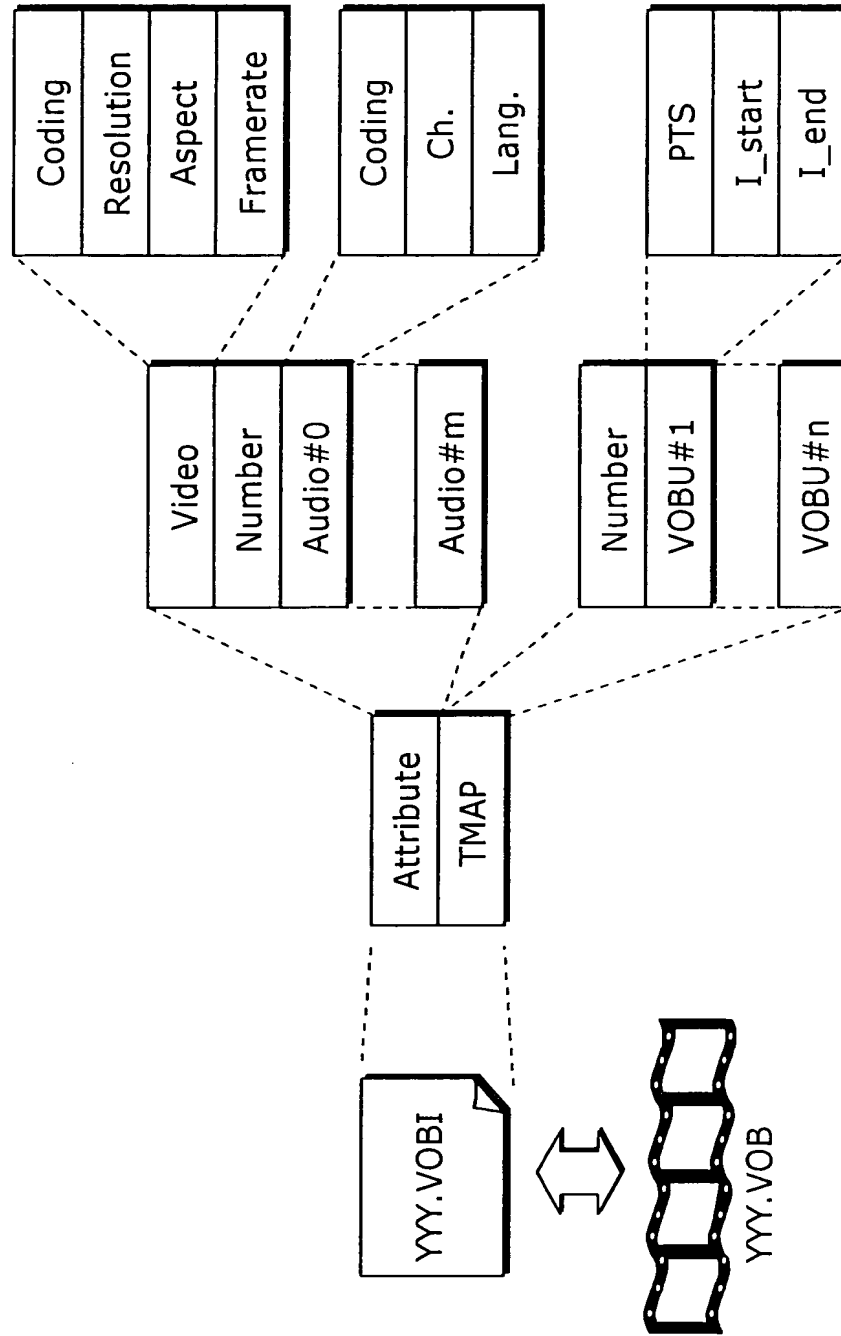
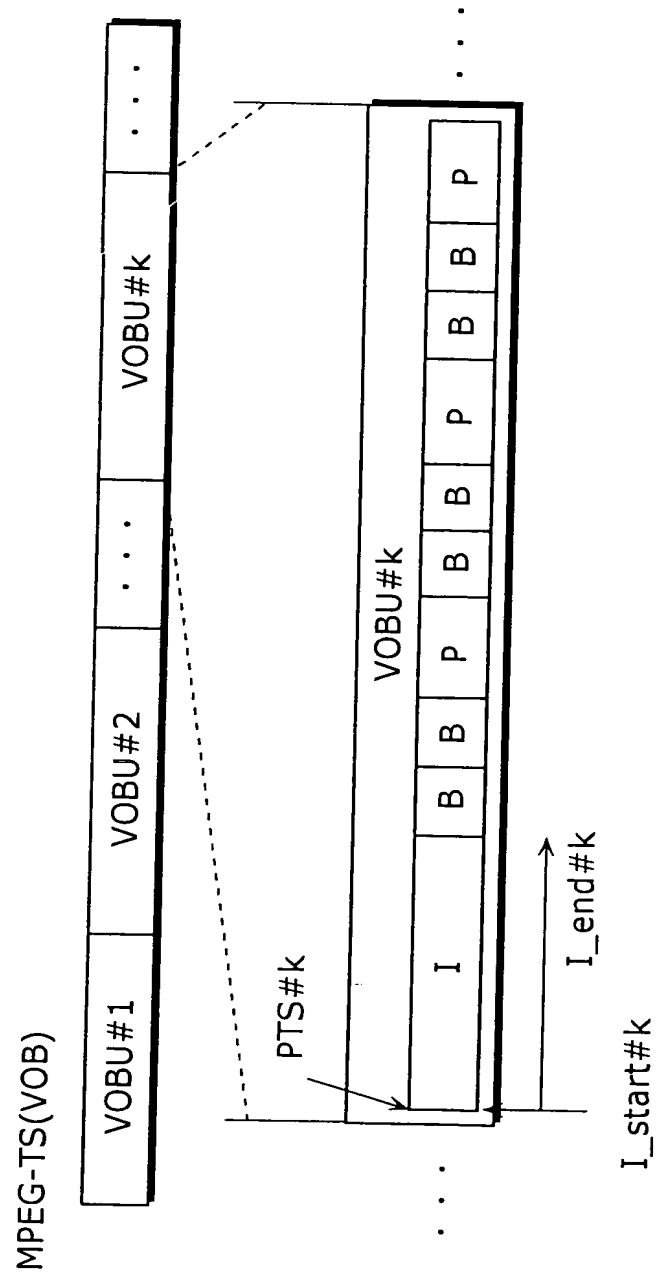


FIG. 34



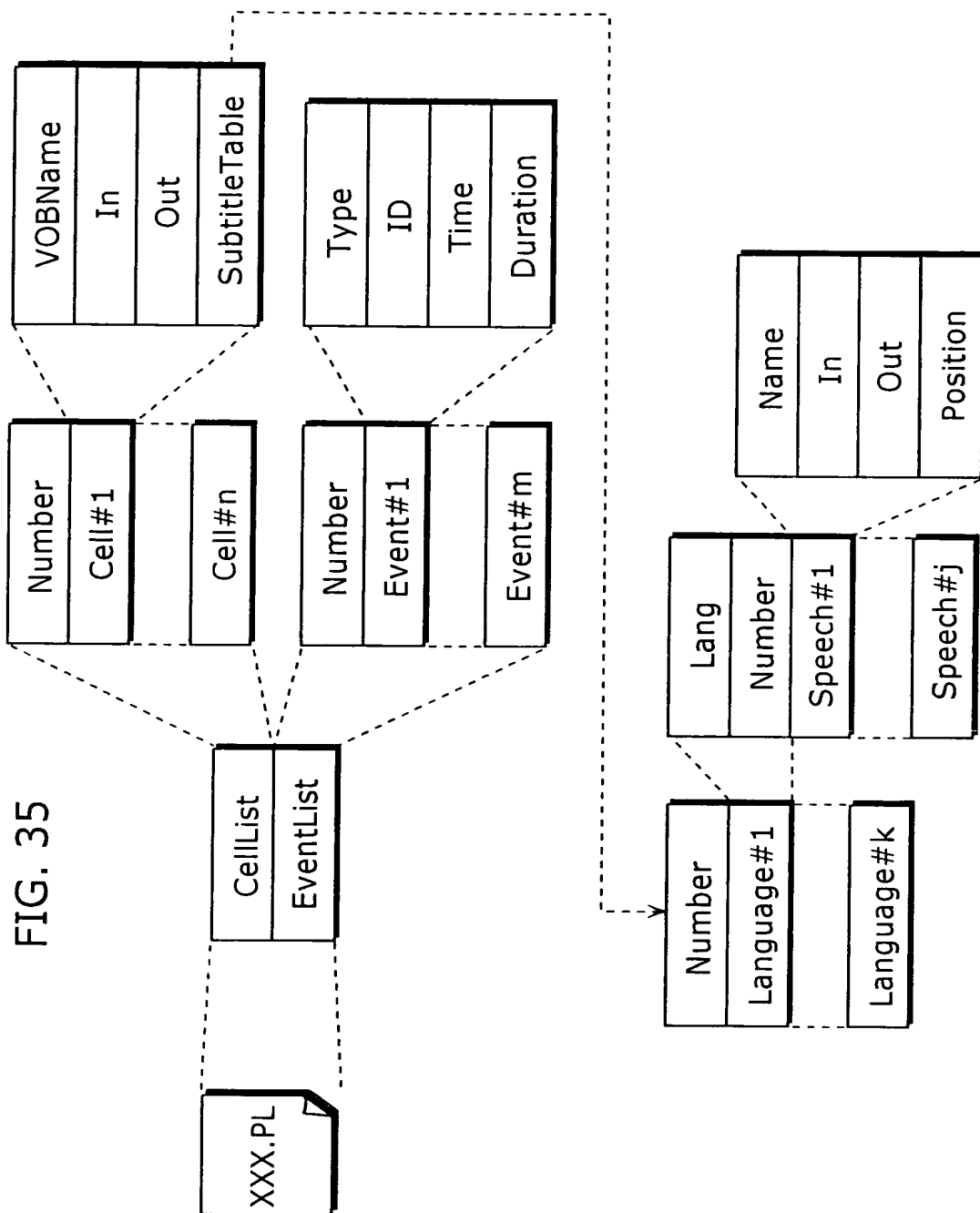


FIG. 35

FIG. 36

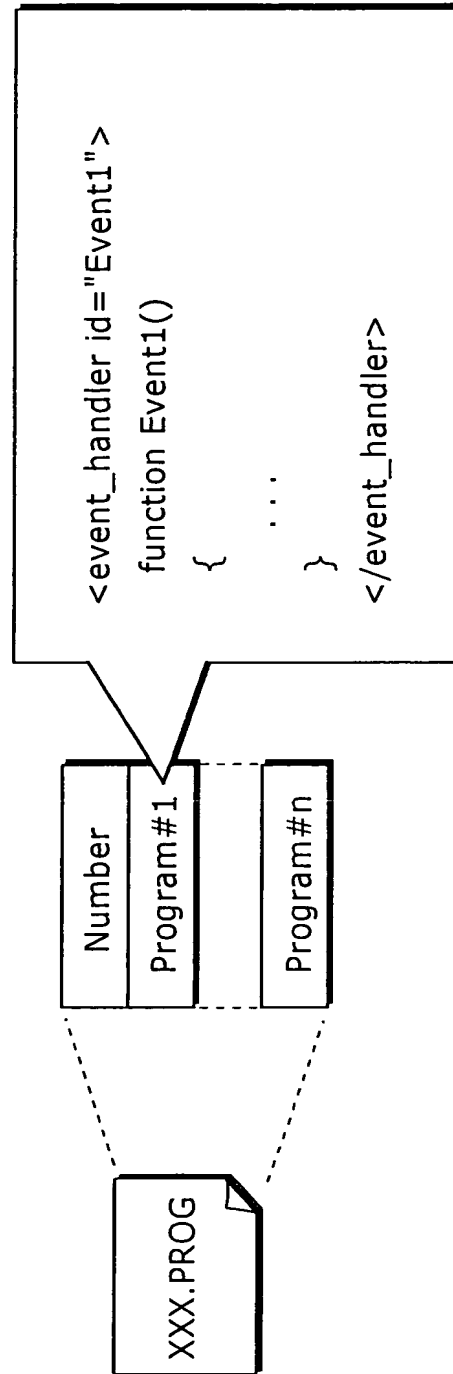


FIG. 37

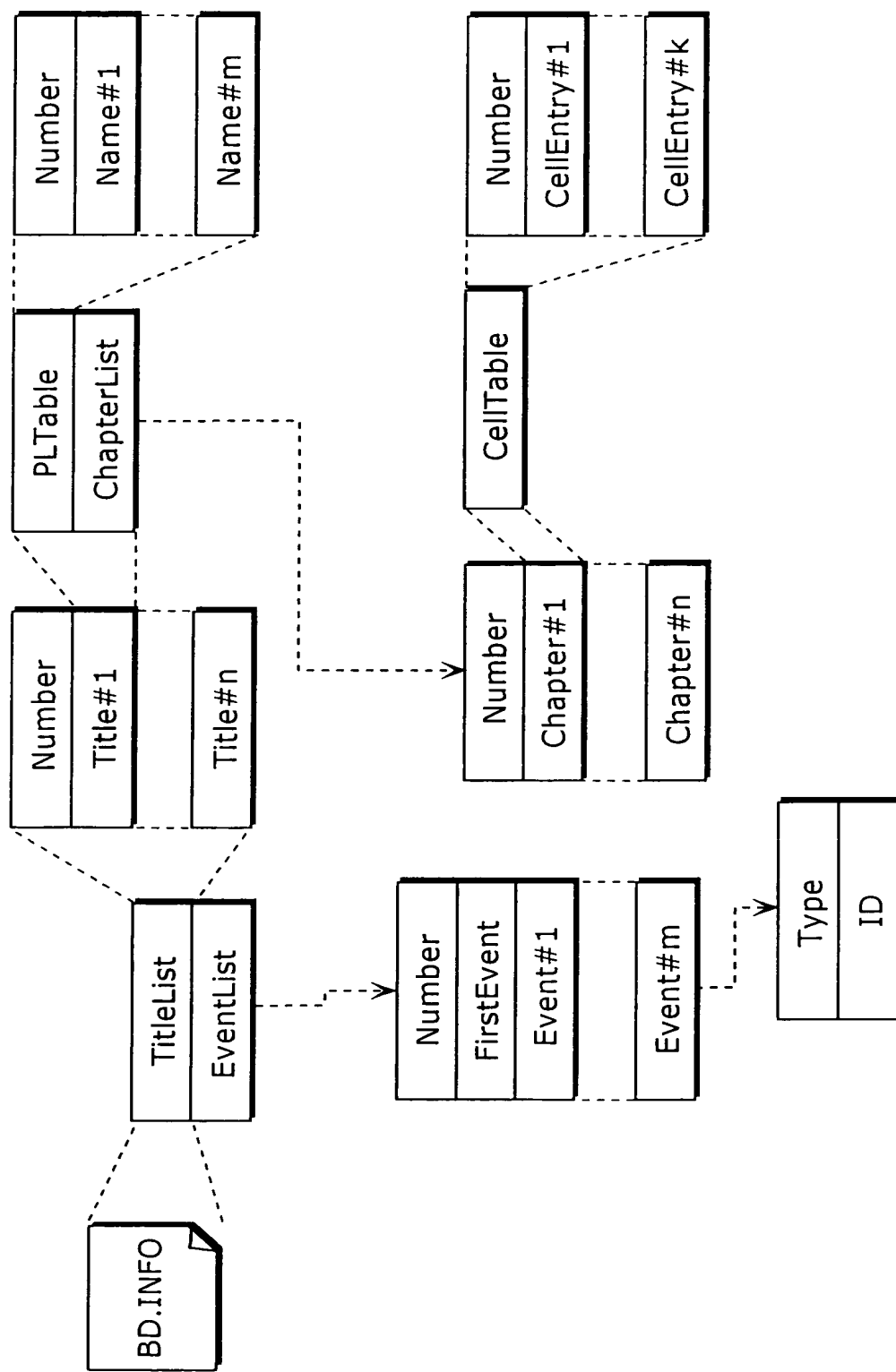


FIG. 38

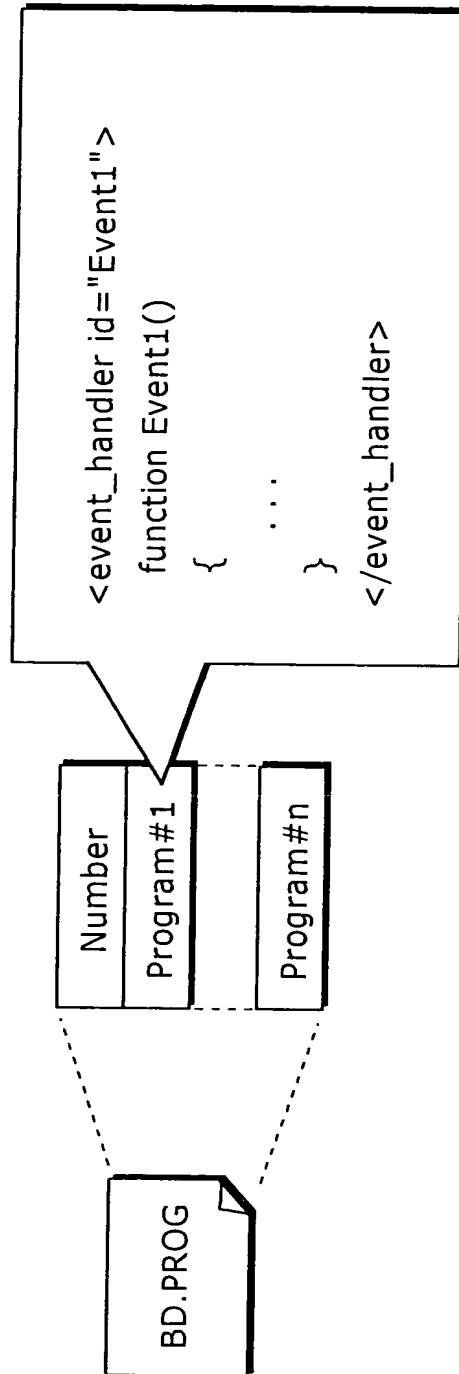


FIG. 39

